

**The following rules are adaptations or additions
which supersede the 2009-10 NFHS Rule Book for the
Milwaukee Recreation Adult Basketball Leagues:**

The following rules will be in effect in **ALL** Municipal Basketball Leagues during the 2009-2010 Basketball Season:

1. **GAME CLOCK**

- A. All periods of regulation play shall be **eighteen (18) minute halves**.
- B. In games played in halves, the clock will stop **ONLY** for time outs, except during the last two (2) minutes of each half when the clock will operate in accordance with the National Federation High School Rules (NFHS).
- C. **Mercy Rule:** If with 2 minutes remaining in the second half of the game, a team leads by 20 points, the clock will remain a running clock for the remainder of the game.
- D. Overtime periods:
 - 1st - 5 minutes
 - 2nd - 3 minutes
 - 3rd - Sudden Death: Officials administer a jump ball and first team to score is declared the winner)
- E. In overtime periods, running clock except during the last one (1) minute of each overtime period when the clock will operate according to NFHS.
- F. The official is authorized to stop the clock for any unusual delay in getting the ball in play but must restart the clock as soon as the delay is ended.

2. **TIME OUTS**

- A. Each team has **three (3) full length timeouts** per game.
- B. Any unused timeouts will carry over into an overtime period and one additional timeout will awarded for each overtime period.

3. **TEAM UNIFORMS/SHIRT**

- A. Each team is **REQUIRED** to supply its own team uniforms (failure to do so will result in a forfeit).
- B. **Uniform/Shirt COLOR** - Chosen at the time of registration (all teammates must have the same color uniform)
- C. **Uniform/Shirt NUMBERS** (Characteristics of legal jerseys)
 - 1. Number Placement: Each jersey must have a number (placement may be printed on the front or back of the uniform **HOWEVER**, all uniforms must be identical as to the placement of the numbers). If printed on the front, the numbers must be at least 4 inches high. If printed on the back, the numbers must be at least six inches high.
 - 2. The numbers must be **PERMANENT** (silk-screen, iron-on method, sewn on or some other permanent method). Tape is not acceptable according to the NFHS basketball rules. Numbers attached with tape, composed of tape, hand drawn with magic marker or other material will be considered **illegal numbers**.
 - 3. Legal/Illegal Digits – there are no illegal digits (zero, double zero, six, seven, eight and nine are legal digits); However, no three digit numbers are allowed.
 - 4. **The penalty for an illegal number is a technical foul charged to the team when the first illegal jersey enters the game. Only one technical foul is charged regardless of the number of offenders.** Once a technical foul is assessed, all illegal jerseys become legal for the rest of the game.

4. **TECHNICAL & PERSONAL FOULS**

- A. All technical and personal fouls assessed to an individual will count toward that player's five (5) fouls for disqualification and/or toward a team's seven (7) fouls for bonus purposes. *EXCEPTION: A technical foul issued because of an illegal jersey or number is categorized as an ADMINISTRATIVE FOUL, and does **NOT** count toward the offender's personal fouls or the team fouls.*
- B. A team member, coach, team attendant, or team follower who is assessed two (2) technical fouls for unsportsmanlike conduct is automatically ejected from the game and gym. The player must leave the gym immediately upon ejection. If the ejected player does not leave the gym in a reasonable amount of time, further action, as deemed appropriate by the referee may result, and could result in forfeiture of the game.
- C. Dunking and/or Stuffing the ball is considered as a flagrant unsportsmanlike technical foul which results in two (2) free throws and the ball out of bounds to offended team. The player who committed the dunk/stuff is ejected out of the game.
- D. Any technical fouls assessed against a disqualified player shall also be charged to the offender(s), but NOT to the coach or manager unless they are also guilty of the infraction committed.

5. **FREE THROWS (LINING UP)**

Players can no longer legally occupy the marked lane spaces between the block and the end line.

6. **DUNKING (OR STUFFING)**

Dunking or stuffing the ball is a flagrant unsportsmanlike technical foul and will result in an automatic ejection from the game.

7. **BENCH DECORUM**

If a technical foul is committed by a team member, coach, team attendant or team follower who is not actively participating in the game, the offended team shall be awarded two (2) free throws and the ball at half-court.

8. **COACHES BOX**

The bench area must remain orderly. At all times, only one coach/player is allowed to legally stand in the bench. Failure to comply may result in a bench technical foul.

9. **TEAM MANAGER/FLOOR CAPTAIN REQUIREMENT**

In the event that there is no manager/bench coach present during the game – teams must designate a floor/bench captain WHO will be able to take the role as spokesperson for the team. This appointed floor/bench captain will handle all team disciplinary action and assist with ejection issues that may occur in a game. The captain or manager must be properly noted on sign-up and score sheet. If no captain/manager noted at start of game, game will be forfeited.

10. **PLAYER EJECTION – UNSPORTSMANLIKE CONDUCT (DOUBLE JEAPORDAY RULE)**

When a player is ejected and continues to be a disruption by berating officials, site personnel or opponents with verbal threats, profanity etc. and in the opinion of game officials delays or continues with unnecessary outbreaks, the designated manager or floor captain must try to alleviate the situation (i.e. instruct the ejected player to leave and control his behavior). If the manager or floor captain fails to take appropriate and reasonable actions to control ejected player(s), the manager or floor captain will also be ejected and suspended. All individuals involved are subject to additional disciplinary action and game will be terminated and forfeited.

11. **JEWELRY RULE**

RULE 3.5 of the Official Rule Book reads in part that head decorations, headwear, or jewelry are illegal. This means that rings, wristwatches, hair curlers, combs, beads, earrings (including post types) or barrettes **CANNOT** be worn while playing basketball. If a player cannot remove a wedding band (plain or flat type) before entering the game, and has clearly demonstrated to the referee that it cannot be removed (or claims they will not take it off for religious reasons), they will be allowed to cover the ring with tape (no more than two (2) layers). This does not apply to class rings, or diamond rings, or any other type of ring with raised stones in them (including wedding bands). If these types of rings cannot be removed, the player in question **DOES NOT PLAY!** Also, players may not wear neck chains or any other type of jewelry.

EXCEPTION: MEDIC-ALERT MEDALLIONS may be taped securely to the body only! Such items are not only dangerous to other players but are also dangerous to the individual player as well. Plain sweat bands (or soft, cloth bandannas) may be worn and rubber bands may be used to control long hair.

12. **JUMP BALLS**

The game and each overtime period will begin with a jump ball. All other jump ball situations will use the "alternating" out-of-bounds procedure.

13. **THREE POINT SHOT**

The 3-point basket and arc will be permitted for Regular and Post Season Tournament play.

14. **LEGAL AMOUNT OF PLAYERS TO START GAME**

A team must have a minimum of four (4) eligible players to start the game.

ADMINISTRATIVE RULES

1. **PLAYER PARTICIPATION**

New A. A player may register to play with only one Men's team in the Milwaukee Recreation Municipal Basketball Program unless officially released in accordance to Policy 3D in the Policy and Procedure Manual.

B. For municipal leagues, there is no deadline for adding players to a team's roster, however, any player added after **Friday, January 8, 2010** will not be eligible to participate in any post season play.

2. **MINIMUM NUMBER OF PLAYERS** - Teams must have a minimum of four (4) eligible players on the court at scheduled game time to prevent a forfeit.

3. **GAME BALL** - Each team must furnish an official basketball (leather or rubber) in good condition and deemed playable by the referee. The referee will use one team's ball during the first half, and the other team's ball during the second half, unless both team managers agree to use one ball the entire game.

4. **AWARDS** - The first place team in each league will receive an Award Voucher that indicates award options. A team award and individual awards will be given to City Tournament Champions.

5. **ALL-CITY TOURNAMENT** - The dates of the All-City Tournament are to be determined. A special memo will be sent to all managers once the dates are finalized. If a division winner is not determined by the Saturday previous to the opening of the All-City Tournament, a play-off game for first place will be arranged prior to the start of the All-City Tournament, if possible. The tournament and play-off schedules are at the full discretion of the Adult Sports Office. Pairings for the tournament will be drawn at the end of the season. All the teams in the Madison Saturday League will advance to the playoffs.

6. **TIE-BREAKER PROCEDURES**

The following system will be used to determine league winners and play-off berths for the tournament series:

- A. Head to Head Competition
- B. If wins/losses are equal and time permits, a play-off game will be used to determine league position –i.e. 1st and 2nd, 3rd place, etc.
- C. In the event that time does not allow for a playoff game, regular season game stats between the tied teams’ match-ups will be used to determine a winner. The team who allowed the least amount of cumulative points to be scored will be declared the winner. (this philosophy rewards the defensive game) ***If any of the match-ups resulted in a forfeit, the forfeiting team will automatically lose the tie breaker.***
- C. If all things still remain equal, then a coin toss will be administered by the Adult Sports Office. A team representative may attend the coin flip. Team listed first alphabetically will be heads on the coin.

**** NOTE: Adult Sports office will have full discretion in determining position and placement for all teams that have qualified for the tournament.***

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ADULT SPORTS OFFICE

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Basketball Site Locations

Site	Address
Bay View	2751 S. Lenox St.
Custer	5075 N. Sherman Blvd.
Madison	8135 W. Florist Ave.
WCLL	3120 W. Green Ave.
Fritsche	2969 S. Howell Ave.
Tech	700 S. 4 th St.
M.E.C.	3620 N. 18th St.
Metcalf	3400 W. North Ave.
King	1801 W. Olive St.
Pulaski	2500 W. Oklahoma Ave.
Milwaukee School of Language (MSL)	8400 W. Burleigh St.
Marshall	4141 N. 64 th St.